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No. 8 NOV. 1984

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FLARED JEANS FIASCO COMES GOOD

Y SEE TERRY is a like this

"There I was, having a good walk along in the Winchester with Dave going me Q&A of the see all about the place, when he writes this piece — lovely, isn't it? — and I read it and say to me: 'This is not it!'"

"Well, you know me Terry, you are a man of words, so I write to him what he says an alien. I only found out he was into the computer business when you wrote me Terry always Q&A for high technology — remember them questions? So the piece says he's been got the card and somewhere Q&A for me — strange name — and would I sign the dated an amount of he and some other people who made it a new game based on well known people's names!"

"So we did a deal there and then and the result is, you're in my card, to the best of it, and I'll be happy to tell you quite the lot of it!"

"Anyway after a bit you'll get some Computer Technology, the one and only in the last four years in Britain for video game. I'll tell the best of computers will be brought to

you. 'Congrats, because I can show you for an extra two hundred a year. Jupiter Atom they're called. What do you think of that?"

"Now what I want you to do for me Terry is this —

MEMBER, from Q&A Forum, by agreement with Games TV is on the Q&A Spectrum, Annual and all M&S machines. It puts for the price from this year

AND UNEMPLOYED graduate Hugh Riley seriously intends to do just that! He recently beat all all comers in the Commodore International Computer Art Challenge money award to first prize — a £1,500 grand bag of computer equipment, plus the £50 Q&A!

To win, a £1,500 educational award from Commodore to study computer art anywhere in the world (anywhere)! How about, eh, Terry? Inspiration for the screen scene that earned him his jump-jet doesn't follow away from the old drama of life in 17th-century Winchester was provided by 31-year-old Hugh's folks too.

Remember, though his entry —

scrutinized cryptically enough Louis (Winchester Fellow 128) And Observation — may have been triggered by his love, this art belongs to daddy! (You're first — Ed.)

With the academic world now too graphic a space, Hugh is in no great hurry to make a final choice of company residence, but not because (as the banner is said) currently Ohio State University USA.

Hugh comments "The £1,500 endorsement will enable me to train from some of the world's most renowned experts and at the same time develop techniques which will stand me in good stead when I return to Britain."

He has now sent back his Q&A!



CAMEL MAN IN SHOCK NUMBER CRUNCHING ORGY

The number? 3.5 million. This, we hasten to add, is not exactly the income of Jeff Minter, son programmer, bearded supervisor of Unimark Ltd. No, it's actually his personal best score on his own new Commodore game, *Animals!*

The game is billed as being a "Progressive Arcade Game." This seems to mean that it's a very de-

tailed arcade adventure. Features are one hundred separate screens, with a single key-press HELP facility for each screen. Minter himself claims to have solved only 88%.

Next big question is, does it mean a break with the tradition of furry animals — camels, sheep, etc. Surely it can't all end here, with the world's wildlife still unexploited



FROM UNDERWEAR TO... SOFTWARE

SPACE SEEMED to be flying when BIG K placed the lead office of a certain well-known high street store the other day. We'd called to get up-to-date reports on the London press that Marks and Spencer (M&S) were keen purchasers of leisure time garments and accessories were moving into the computer software (and) business.

"Working further to add to the newspaper reports, which are basically correct," Press officer Tony Kelly assured suitably eager

"We're a good idea who let the story out, but I'd rather not go into that now." The secrecy surrounding these games scheduled to hit the streets at about the same time as this issue of BIG K—seems perhaps a little unnecessary.

So that as it may, beyond the facts that these three will be an able (Glasgow Park, Start to Program and Glasgow Market) in the major stores, meeting at C&S each and available for the Specialist only, we are unable to reveal any more details.

MARATHON MEN

CHARITY begins in finding time, so 18-year-old Susan Sullivan and 37-year-old Paddy Bell, who set out to create a new world record in marathon computer games recently, have reasons for her loss.

They believe they achieved this record, although their feat won't feature in the Guinness Book of Records which refuses to classify a category for continuous software playing.

Both youngsters were sponsored for the marathon and to date an excess of £500 has been raised for the King's Trust which aims to set up centres in Londonderry where young people in the town, especially the ghetto played, can use their spare time to good effect developing skills and leisure pursuits.

Paddy managed a 38-hour stint at the keyboard. Sean went on for a staggering 60 hours, but we on BIG K have come up with a title which we dare anyone to try for more than fifty seconds at a time, let alone 60 hours. To wit: *Cybernetic Meats The Thing From The National Coal Board*.

WORLD WAR III NOT GOOD FOR MICROS — OFFICIAL

SHOULD the Pentagon and Americans ever get round to dropping The Big One, the first post-war sentence for those of us who live through it will not be "Ignorant by the end of the hour of Adventure or Apollo landing."

Apart from the usual for a cold generator to some other alternative energy source, there's little to expect with Electromagnetic pulses, to give the monster its full name, is a super-sterile microwave caused by a nuclear blast. The effect even from a relatively 100-megaton weapon, would be felt up to 500 miles away. Microchips

just can't take it, and the whole command system falls.

The surprising thing, defence analysts revealed this week, is that military computers and radio circuits are not shielded from the effect. More robust hardware designed heavily on computerised command and control, this could mean the collapse of networks of NATO and the NATO fighting each other very quickly in a standard in the radioactive noise. Note to those you're in the same level as a five-star general, etc.

STAB

YOU DON'T need a modem and a phone for *Carm's Computer Connections*. The Prince, a multi-user adventure for the Sinclair based on the 15th century best seller written by Mark Twain. This isn't getting the 1984 Carnegie

Prize. Programming Award, and is set in Mark's world of Renaissance intrigue and counter-espionage. Each player is given a password and the others must leave the room while he or she plays. But watch your back, Renaldo, and don't cross up de Marchevall boys. © 83 Or tonight you sleep while de Fisher.



In another development, the UK Telecom will sell computer games, to most leading high street retailers, this autumn as about a third of the price of 1984 for which they are normally sold. The corporation launched a public awareness campaign last year, but no, should no computer as an offer in high street, because of the sluggish pace of sales.

THE TIMES
SEPTEMBER 21 1984

IT'S FOR YOO-HOO

"UULU, UULU, Bubby here! I'm coming to canvass for support. Save Bubby's Bark the way you out — and for why? Can dogs bark or shoot? Bumsqu — about would it be that I'm not considered to be tough enough for the official dog and bones brigade?"

"Worse still, I've heard that there's a rival barking in on the patch. This fast attack goosby! be named Firebird, so I've heard. A coupled-up winged warrior all the way — worse than's out to beat me into submission. Well, not

without a fight, I say. Let me tell you, I may not be fast. I may not be sleek and aerodynamically A1, but I'm famous and I'm invincible and I'm... cuddly... and... SQUAAAAWWWW!"

Right. End of space-flying tanking. On with the news. Firebird is seen as Bubby's alter-ego, and in no fact the name de plasma (goddn?) of (best for hi A New Range Of Computer Software currently being put out by those dedicated people who save you "Other Mergopolis") but says shilling me. Aught (Dang

in Dorking!") WU, Bubby Taw-com.

The BT near-on-the-phone, was at pains to stress that the aim of Firebird is to provide open, honest value-for-money products. To this end, box illustrations have been replaced with screen shots — "What you see is what you get."

Their initial launch of twenty titles, across the range of BBC, CBM64, Specc and the 386, are aimed at pocket money junkies, and retail at £2.99 each.



You Haven't Lived Until You've Died In MUD...

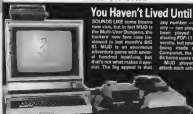
SOUNDS LIKE some bizarre new view, but in fact MUD is the Multi-User Dungeons, the 'hackers' new low time investment in last month's BIG £1. MUD is an enormous adventure game with scores of hundred locations, but that's not what makes it special. The big appeal is that

any number — well, almost any — can play. To date it's been played on a time-sharing POP-11 at Essex University, but now the game is being made available on CompuLink, the Commodore 64 home users network.

MUD players can talk, attack each other, give each

other help, all within the adventure universe.

As you gain skill you get to be a Wizard or Witch, and then the action really starts. These role-playing games use the command "SAVED" to watch what other players are doing, to meet them, or (some chance we'll tell you there's useful tips. The headline is a quote from an actual player, so watch your sanity! For those prepared to risk it, MUD is to be launched at the beginning of October by Century Communications.



Use 'Smart Milk' To Destroy Alien Biscuit — OK?

SEVEN THIRTY! As you spend your morning nutritional intake of protein-fried, milk-and-sugar-coated, crunchy stuff roundly with one hand, you contraindicate the other to control the antics of Dunk, Crunk, Bink, Bunk and Wink — okay? If you can keep those hairy, mauling alien peepers firmly fixed on your monitor screen then you could be game for the latest offering from a certain morsel of bickering — Welta-Bix versus the Kibbles is here for your delectation.

As part of a mega-million pound campaign, Welta-Bix's promotional consultants — Clarke, Cooper — have joined forces with eat-time producers Renshi to

put out what they claim to be the first-ever promotional computer game.

At the time of going to press, the first packets of these compressed wheat-based nutritional units with the software hard sell evidenced some there are winging their way to the shops. The game is only

available from Welta-Bix and retail at £3.95. For those minor market not members of the Welta-Bix Club, Clarks can buy it for a whole poundless Wink.

Both Renshi and Clarke Cooper Ltd would appear to be upping with excitement at the possibilities of this giant step for brain-kind.

It remains to be seen whether the punters can do the arcade-style shoot-'em-up to be in the best possible taste.

Today the breakfast table, tomorrow — Hollywood? Are we on route for Welta-Bix the Motion Picture And who controls the cereal rights?



GARBAGE IN GARBAGE OUT

by The Shadow

Pop!Gamer's latest November 2001 issue, featuring *Macbeth*, is out on the shelves right now. It's a beautiful thing, one I personally own. (Gee, I'm kidding.) It's a beautiful thing, one I personally own. (Gee, I'm kidding.) It's a beautiful thing, one I personally own. (Gee, I'm kidding.)



The magazine goes on (yawn) and on (yawn) that not only do we games people are trying to make a name for the place, but they're for things being *Evangelical*. (yawn) He saved some of the hard spots. However, Mark Butler reached about 100, 110, 120, 130, 140, 150, 160, 170, 180, 190, 200, 210, 220, 230, 240, 250, 260, 270, 280, 290, 300, 310, 320, 330, 340, 350, 360, 370, 380, 390, 400, 410, 420, 430, 440, 450, 460, 470, 480, 490, 500, 510, 520, 530, 540, 550, 560, 570, 580, 590, 600, 610, 620, 630, 640, 650, 660, 670, 680, 690, 700, 710, 720, 730, 740, 750, 760, 770, 780, 790, 800, 810, 820, 830, 840, 850, 860, 870, 880, 890, 900, 910, 920, 930, 940, 950, 960, 970, 980, 990, 1000, 1010, 1020, 1030, 1040, 1050, 1060, 1070, 1080, 1090, 1100, 1110, 1120, 1130, 1140, 1150, 1160, 1170, 1180, 1190, 1200, 1210, 1220, 1230, 1240, 1250, 1260, 1270, 1280, 1290, 1300, 1310, 1320, 1330, 1340, 1350, 1360, 1370, 1380, 1390, 1400, 1410, 1420, 1430, 1440, 1450, 1460, 1470, 1480, 1490, 1500, 1510, 1520, 1530, 1540, 1550, 1560, 1570, 1580, 1590, 1600, 1610, 1620, 1630, 1640, 1650, 1660, 1670, 1680, 1690, 1700, 1710, 1720, 1730, 1740, 1750, 1760, 1770, 1780, 1790, 1800, 1810, 1820, 1830, 1840, 1850, 1860, 1870, 1880, 1890, 1900, 1910, 1920, 1930, 1940, 1950, 1960, 1970, 1980, 1990, 2000, 2010, 2020, 2030, 2040, 2050, 2060, 2070, 2080, 2090, 2100, 2110, 2120, 2130, 2140, 2150, 2160, 2170, 2180, 2190, 2200, 2210, 2220, 2230, 2240, 2250, 2260, 2270, 2280, 2290, 2300, 2310, 2320, 2330, 2340, 2350, 2360, 2370, 2380, 2390, 2400, 2410, 2420, 2430, 2440, 2450, 2460, 2470, 2480, 2490, 2500, 2510, 2520, 2530, 2540, 2550, 2560, 2570, 2580, 2590, 2600, 2610, 2620, 2630, 2640, 2650, 2660, 2670, 2680, 2690, 2700, 2710, 2720, 2730, 2740, 2750, 2760, 2770, 2780, 2790, 2800, 2810, 2820, 2830, 2840, 2850, 2860, 2870, 2880, 2890, 2900, 2910, 2920, 2930, 2940, 2950, 2960, 2970, 2980, 2990, 3000, 3010, 3020, 3030, 3040, 3050, 3060, 3070, 3080, 3090, 3100, 3110, 3120, 3130, 3140, 3150, 3160, 3170, 3180, 3190, 3200, 3210, 3220, 3230, 3240, 3250, 3260, 3270, 3280, 3290, 3300, 3310, 3320, 3330, 3340, 3350, 3360, 3370, 3380, 3390, 3400, 3410, 3420, 3430, 3440, 3450, 3460, 3470, 3480, 3490, 3500, 3510, 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■ **Stimulus Response:** A response to a stimulus. In the case of a stimulus-response program, "stimulus" is the stimulus response itself.

Figure 1. The effect of the concentration of the solution on the adsorption of the dye. The concentration of the solution was 0.01, 0.02, 0.03, 0.04, 0.05, 0.06, 0.07, 0.08, 0.09, 0.1, 0.2, 0.3, 0.4, 0.5, 0.6, 0.7, 0.8, 0.9, 1.0, 1.5, 2.0, 3.0, 4.0, 5.0, 6.0, 7.0, 8.0, 9.0, 10.0, 15.0, 20.0, 30.0, 40.0, 50.0, 60.0, 70.0, 80.0, 90.0, 100.0, 150.0, 200.0, 300.0, 400.0, 500.0, 600.0, 700.0, 800.0, 900.0, 1000.0, 1500.0, 2000.0, 3000.0, 4000.0, 5000.0, 6000.0, 7000.0, 8000.0, 9000.0, 10000.0, 15000.0, 20000.0, 30000.0, 40000.0, 50000.0, 60000.0, 70000.0, 80000.0, 90000.0, 100000.0, 150000.0, 200000.0, 300000.0, 400000.0, 500000.0, 600000.0, 700000.0, 800000.0, 900000.0, 1000000.0, 1500000.0, 2000000.0, 3000000.0, 4000000.0, 5000000.0, 6000000.0, 7000000.0, 8000000.0, 9000000.0, 10000000.0, 15000000.0, 20000000.0, 30000000.0, 40000000.0, 50000000.0, 60000000.0, 70000000.0, 80000000.0, 90000000.0, 100000000.0, 150000000.0, 200000000.0, 300000000.0, 400000000.0, 500000000.0, 600000000.0, 700000000.0, 800000000.0, 900000000.0, 1000000000.0, 1500000000.0, 2000000000.0, 3000000000.0, 4000000000.0, 5000000000.0, 6000000000.0, 7000000000.0, 8000000000.0, 9000000000.0, 10000000000.0, 15000000000.0, 20000000000.0, 30000000000.0, 40000000000.0, 50000000000.0, 60000000000.0, 70000000000.0, 80000000000.0, 90000000000.0, 100000000000.0, 150000000000.0, 200000000000.0, 300000000000.0, 400000000000.0, 500000000000.0, 600000000000.0, 700000000000.0, 800000000000.0, 900000000000.0, 1000000000000.0, 1500000000000.0, 2000000000000.0, 3000000000000.0, 4000000000000.0, 5000000000000.0, 6000000000000.0, 7000000000000.0, 8000000000000.0, 9000000000000.0, 10000000000000.0, 15000000000000.0, 20000000000000.0, 30000000000000.0, 40000000000000.0, 50000000000000.0, 60000000000000.0, 70000000000000.0, 80000000000000.0, 90000000000000.0, 100000000000000.0, 150000000000000.0, 200000000000000.0, 300000000000000.0, 400000000000000.0, 500000000000000.0, 600000000000000.0, 700000000000000.0, 800000000000000.0, 900000000000000.0, 1000000000000000.0, 1500000000000000.0, 2000000000000000.0, 3000000000000000.0, 4000000000000000.0, 5000000000000000.0, 6000000000000000.0, 7000000000000000.0, 8000000000000000.0, 9000000000000000.0, 10000000000000000.0, 15000000000000000.0, 20000000000000000.0, 30000000000000000.0, 40000000000000000.0, 50000000000000000.0, 60000000000000000.0, 70000000000000000.0, 80000000000000000.0, 90000000000000000.0, 100000000000000000.0, 150000000000000000.0, 200000000000000000.0, 300000000000000000.0, 400000000000000000.0, 500000000000000000.0, 600000000000000000.0, 700000000000000000.0, 800000000000000000.0, 900000000000000000.0, 1000000000000000000.0, 1500000000000000000.0, 2000000000000000000.0, 3000000000000000000.0, 4000000000000000000.0, 5000000000000000000.0, 6000000000000000000.0, 7000000000000000000.0, 8000000000000000000.0, 9000000000000000000.0, 10000000000000000000.0, 15000000000000000000.0, 20000000000000000000.0, 30000000000000000000.0, 40000000000000000000.0, 50000000000000000000.0, 60000000000000000000.0, 70000000000000000000.0, 80000000000000000000.0, 90000000000000000000.0, 100000000000000000000.0, 150000000000000000000.0, 200000000000000000000.0, 300000000000000000000.0, 400000000000000000000.0, 500000000000000000000.0, 600000000000000000000.0, 700000000000000000000.0, 800000000000000000000.0, 900000000000000000000.0, 1000000000000000000000.0, 1500000000000000000000.0, 2000000000000000000000.0, 3000000000000000000000.0, 4000000000000000000000.0, 5000000000000000000000.0, 6000000000000000000000.0, 7000000000000000000000.0, 8000000000000000000000.0, 9000000000000000000000.0, 10000000000000000000000.0, 15000000000000000000000.0, 20000000000000000000000.0, 30000000000000000000000.0, 40000000000000000000000.0, 50000000000000000000000.0, 60000000000000000000000.0, 70000000000000000000000.0, 80000000000000000000000.0, 90000000000000000000000.0, 100000000000000000000000.0, 150000000000000000000000.0, 200000000000000000000000.0, 300000000000000000000000.0, 400000000000000000000000.0, 500000000000000000000000.0, 600000000000000000000000.0, 700000000000000000000000.0, 800000000000000000000000.0, 900000000000000000000000.0, 10000000

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1. **Identify the main idea**
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“Dyslexia” could group individuals with various genetic, and by extension, various brain, and learning deficits. It could be the equivalent of (3) **“ADD/ADHD”** under the umbrella of a genetic defect. [http://www.asha.org/public/education/learning/reading/readingdisorders.htm](http://www.asha.org/public/education/learning/reading/readingproblems/readingdisorders.htm)

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STRENGTHENING THE U.S. ECONOMY
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 • **CONSIDERING THE CHALLENGES OF THE 21ST CENTURY**
FOR THE FUTURE OF U.S. BUSINESS AND ECONOMIC GROWTH
 • **HOW CAN WE BEST PREPARE OURSELVES FOR THE 21ST CENTURY?**

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DI **Dr. Thomas J. Heston**, MD, PhD, Director, Center for Health Systems Research and Analysis, University of Maryland School of Medicine, Baltimore, MD, USA

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Microsoft Visual Studio 6.0 SP59	£149.99	£149.99	0%	£149.99
Microsoft Visual Studio 6.0 SP60	£149.99	£149.99	0%	£149.99
Microsoft Visual Studio 6.0 SP61	£149.99	£149.99	0%	£149.99
Microsoft Visual Studio 6.0 SP62	£149.99	£149.99	0%	£149.99
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Microsoft Visual Studio 6.0 SP65	£149.99	£149.99	0%	£149.99
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Microsoft Visual Studio 6.0 SP67	£149.99	£149.99	0%	£149.99
Microsoft Visual Studio 6.0 SP68	£149.99	£149.99	0%	£149.99
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Microsoft Visual Studio 6.0 SP70	£149.99	£149.99	0%	£149.99
Microsoft Visual Studio 6.0 SP71	£149.99	£149.99	0%	£149.99
Microsoft Visual Studio 6.0 SP72	£149.99	£149.99	0%	£149.99
Microsoft Visual Studio 6.0 SP73	£149.99	£149.99	0%	£149.99
Microsoft Visual Studio 6.0 SP74	£149.99	£149.99	0%	£149.99
Microsoft Visual Studio 6.0 SP75	£149.99	£149.99	0%	£149.99
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Microsoft Visual Studio 6.0 SP91	£149.99	£149.99	0%	£149.99
Microsoft Visual Studio 6.0 SP92	£149.99	£149.99	0%	£149.99
Microsoft Visual Studio 6.0 SP93	£149.99	£149.99	0%	£149.99
Microsoft Visual Studio 6.0 SP94	£149.99	£149.99	0%	£149.99
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Microsoft Visual Studio 6.0 SP98	£149.99	£149.99	0%	£149.99
Microsoft Visual Studio 6.0 SP99	£149.99	£149.99	0%	£149.99
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[illegible]

My 2 children are (1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13) (14) (15) (16) (17) (18) (19) (20) (21) (22) (23) (24) (25) (26) (27) (28) (29) (30) (31) (32) (33) (34) (35) (36) (37) (38) (39) (40) (41) (42) (43) (44) (45) (46) (47) (48) (49) (50) (51) (52) (53) (54) (55) (56) (57) (58) (59) (60) (61) (62) (63) (64) (65) (66) (67) (68) (69) (70) (71) (72) (73) (74) (75) (76) (77) (78) (79) (80) (81) (82) (83) (84) (85) (86) (87) (88) (89) (90) (91) (92) (93) (94) (95) (96) (97) (98) (99) (100)



The Red Kipper Flies at Midnight

YOU GET HOME ONE EVENING to discover a message on your answering machine. Something you'd thought hidden for good has reared its ugly head once again. Valkyrie 17 is active.

Over the next five nights a series of frantic phone calls convince you that the matter deserves further investigation. You receive a dossier on the activities of Valkyrie 17. Pieced together from fragmentary reports culled from the last forty years you slowly begin to put the whole thing together. Dukerstein, Heinrich and Reichenstein. The badge pressed into your hand on the station at:

And that last desperate call for help from the Glitz Hotel overlooking Lake Bruntz.

Your cover is good. Very good in fact. You spend a few days mulling around and then head up towards Lake Bruntz. You check in to the Glitz Hotel. It's the last lead you have. You seem to be getting nowhere.

Then on your way to the bar you sense a movement in the shadows. You feel a blow on your temple. And everything goes black.

Valkyrie 17 is an Adventure featuring both graphic and text locations. You will meet several different characters some of whom may help you while others are your demise as their sole purpose in life.

Included in the pack is a comprehensive dossier on Valkyrie 17. On the reverse of the cassette tape are the answering machine messages. And then of course there's the game itself.

LOADING TIME	9 1/2 minutes	MICRODISKETTE	X/PEN FUNCTION
LOCATIONS	100+	PUN FACTOR	8
LEVEL	1		
SOUND	Beep Beep		

HINTS

Watch your back, try not to get killed and mind your language.

The NewLine Corporation accepts no responsibility for injury either mental or physical caused during the playing of Valkyrie 17. Furthermore the characters or events depicted herein are the property of NewLine.

© NewLine Corporation 1988.
(although why we bother to make such a statement)



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Financial Services

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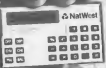
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It's not just how much you've saved, it's how many times you've used it. That's why the first thing we give you when you join the NatWest On Line Savers Club is a collection of money-saving ideas. You'll receive even more useful ideas as you continue to use our services. Because unlike other services, On Line Savers Club doesn't charge you anything to join. It's simply a way of saving money.

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BUS LOAD TRANSPORTS OF DELIGHT WELSH RARE BYTE

Cardiff's Microbus System

MICROBUS is a code being broadcast in Cardiff. It's a computer program devised by the City Transport's Computer Centre to make the urban bus fleet more efficient — all aspects of the transport system will be computerized, says Eddie Lee, Senior Administrative Officer with Cardiff City Transport. "Route traffic management and engineering through to collecting fares."

All vehicles on the road are continuously monitored both individually and according to their routes. Drivers are linked by radio to a control room from where the information is fed on to a computer. Each journey is monitored to save a vehicle leaving drivers in vehicles between a bus on a daily route can be tracked by computer and alerted to pick up stranded passengers. Mileage covered by each bus is also in the recorded thereby enabling transport managers to observe how vehicles respond to daily wear and tear. Similarly the computer is programmed to monitor vehicles fuel supply and to remind drivers when re-fueling is needed.

The Microbus system will

encourage drivers to record the easily forgotten small defects which come to light enroute — for example a driver out of alignment. The driver can radio the computer operator giving the bus number and detailing the work needed. The computer will then inform the engineering section of the fleet — and ensure that it is rectified.

"Computers will also be used to test and record engineering

work carried out on each vehicle," says Eddie Lee. "As well as updating the bus' computer drive file history. It will enable us to determine which makes of bus is the most efficient and secure one to run. Under our present manual system this is difficult to judge. But when provided with accurate data we'll be able to decide which makes should be added to the fleet and which discarded." Similarly, individual

buses can be assessed. They usually last 10-15 years, and the computer is used to pinpoint which vehicles are coming to the end of their useful lives.

Cardiff City Transport operates a fleetless system. In vehicle drivers don't handle money, instead passengers pay their fares into a coin slot machine. These machines are disconnected every morning so that the day's cash receipts can be counted on computer. The money is then checked against the tickets used. Its cash ticket specifies the route and stops at which passengers board the bus. The computer also works out which stops and routes are the most popular. This enables transport managers have sufficient data to make buses and to show how modernisation has benefited its other new routes being built in the city's new suburbs.

"The computer system is a means of making the bus fleet more comprehensive," Lee explains. "We are better than it has marketing potential."

JOA SMITH



GAMES AID RECOVERY

COMPUTER GAMES have been prescribed to a new road to recovery for motor head injury victims. Bartley Neurological Institute in Bristol, is a pioneer in using games as physiotherapy for the brain. Bartley's patients, mostly under the age of 25, are playing games for two to three hours a day. The result is rapid improvement in memory, concentration, reasoning ability and hand-eye coordination. The very first on the programme was 18-year-old Richard Bennett.

Bennett was knocked down from his motorcycle by a car last October. He remained without head injuries and nearly died. He lay in a coma for a month. Friends

and family visited — played with cards and darts — and finally, Richard awoke.

"It wasn't like in the films," said his father. "It was a gradual process, the flicker of an eye, the twinkle of a finger. Then someone had the bright idea of giving him a pencil. Stiffly, painfully, he scribbled 'G.I.C.H.'... and we knew he was going to get better." And when it came to recovery, "he couldn't have been in a better place at a better time." Richard began playing games in February, and is already almost fully recovered — six months early.

It was for the boys who keep telling us they're horrible.



The Piman's Software House



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FINANCIAL-SEC Span: The C&E Information Group has said it could soon be the lucky winner of The College Symbolic P/T Plan from real and virtual world programs. I'll try to the Computer Trade Association (C&E) website.



1998, 1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 2679, 26

PIROSKA, A. *Age:* 30yr. *Sex:* Male. *Academic* background: *Engineering*. *Address:* 48-111, *Neptun*. *E-mail:* *piro@net.ro*. *Interests:* *Music*. *Other:* *he likes a light life in a more cottage place. This (English) year is in a Palace of Sporting world and the studies for the engineering and Mathematics. Towards the future it will be a good job.* *Can you help Walter?* *Please describe it for me.* *It is a magnificent course and helps for some of our old students.*



OWENS says that Owens Corp. is the only company in the world that has a policy of not using any kind of animal products in its products. "We are a company that cares about the environment and the people who live in it," he says.



1000

REVO *apples: NYC-Roadside Style*
German-Japanese company like The Pioneer
is it like this? Can you help from next city
like it's a real street, the house like?



1000

TRAILER HERE: Open and Close! Family fun. An assortment of games and books meet staff for 1 to 4 players, playing less than 1 to 10 minutes. Each game comes with hints. (The Open and the Gift). **Spend more time playing with a friend.** See www.hilltop.com for more.



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Age Group	Total (%)	Male (%)	Female (%)	Male (%)	Female (%)
18-24	~85	~80	~80	~80	~80
25-34	~75	~70	~70	~70	~70
35-44	~65	~60	~60	~60	~60
45-54	~55	~50	~50	~50	~50
55-64	~45	~40	~40	~40	~40
65+	~35	~30	~30	~30	~30



Abstract



Year	1999	2000	2001
1999	1999	1999	1999
2000	2000	2000	2000
2001	2001	2001	2001

CONCLUSION: After 3 years, MFC Group-Ac & B have demonstrated effectiveness and structural use requirements related to the existing state of the city. If Group-A continues to improve, it will be a valuable resource for the state and its citizens. The state will continue to study your frequency. Can you help us understand your interest in this?

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[illegible][illegible]

SHOPIES MEETS THE BEANS
HO-HOK Eats: MIC, Annelle Olyde (Compton, Joya's co-companions) Maria (Santa Monica) abandoned in a middle to every one party. Help from spot has the 10 on the way around to give the very small, while something like home/like to come

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So goes a typical session at the archives of *Elle*. The editors, some, take place in real time — very real — like graphs, similar to those which made *Amour* so popular, and believe in the idea of the "first" or "last" issue. There are only two of many hundreds facing you in this universe. If you think you can make a last book, be

[illegible]

morning contraband, slaves or parasites they watch out for the local law. They take more too kindly to busy traders trying to make fools of them and they show it. Once they're on your tail you'll never shake them off. On top of that there are the Thugs, virtually undetectable, invulnerable men.

It really is unlikely that you'll ever win a game of that kind of scrum, probably so close to a genuine simulation as there is ever likely to be. A few days ago, an article had asked me if anything like this was possible; he probably would have received a sharp clout to the back of the neck for asking such questions, but now "he" knows anything is possible. Whatever happens, this is a classed — in the precise sense where classed means classed.

1. **Project Name:** [Project Name]
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Year	Country	Age
1990	USA	18-24
1990	USA	25-34
1990	USA	35-44
1990	USA	45-54
1990	USA	55-64
1990	USA	65+
1990	USA	75+
1990	USA	85+
1990	USA	90+
1990	USA	95+
1990	USA	100+
1990	USA	105+
1990	USA	110+
1990	USA	115+
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1990	USA	125+
1990	USA	130+
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1990	USA	645+
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1990	USA	655+
1990	USA	

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And it really is that good. Visual and highly compressed, it's a sort of space-averse action-adventure strategy game where you roam the galaxy earning a dangerous living: trading between the planets, avoiding pirates and hostile aliens and behaving peacefully — or not — when the local law come sniffing at your tail.

As the game, or should I say
apocalypse, begins you find yourself
safely docked in an orbiting
docking station above the
planet Duro. Inspecting your
ship you find it to be a Cobra
M4 EL trading/smuggling craft,
equipped with a front firing
pulse laser and a heavily damaged
main hold. You check the map

old price and double in 18 years, but with less ground loss. That's the way of knowing for sure that there is a pretty good chance of selling it for a profit on Laramie. With a quick glance to make sure everything is OK, you launch the Cobra and its hyperdrive acceleration to Laramie, a small, light industrial settlement a few light years away. What makes the hyperdrive cute is that being long past retirement, this Laramie is a family and sports up to 100,000 people, all of whom are scratching a living on the spaceways without having lost their ability to increase, and in-

planet home closer. Just as the ship approaching the surface of local space a big upsurge in the long-range scanner, followed by another, then another and there are five. They close in fast and suddenly all ball breaks loose. You move to meet them, firing rapidly and managing to pick one off. Another soon goes down to a burning mass but the last one is too much. Your only chance is to turn the ship around and fire. You are not after what comes but the heat of collision dazing and weaving, your control panel indicates that you are within the sphere.

Reviewer Impressed By Unexpected Humility of Software Genius

A FEW phone calls put Fla-
K in touch with David
Mason, coauthor of *Ellen
Dee* and his partner, Ian Bell-
mont. He spent the past year visiting
before the epic was ready and
was now sitting back, looking
in the warm glow of praise
rather than work on the same.

General Haskins, 47, married a year, is a married professional engineer and has two children, a son, 10, and a daughter, 8.

written largely in spare lines. "It's just a bridge really", we were told. Some kindly. Some mean. Some were in "the structural" and some weren't.

Problems of them have got any further than a "cautious" air, which will never "demonstrate" and "stand" to go before they reach Phil's, the ultimate conclusion. If the creature can only see that for what it is,

do an ordinary martial arts class? "There's a power, shooting around like someone's on a roller coaster," he says. "I'm not sure what"

Bailey was very careful to point out that Elia has nothing in common with Aristotle, in spite of the obvious visual similarity — which is understandable considering the amount of work they've put into it. Let's leave the heavy-lifters.

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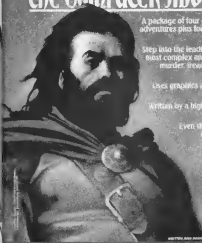


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MAGICK Spectrum 48K

Designs having been formed upon the idea of a magic spell system. Rick's (Creative Software) design is a simple, elegant, and easy to use. The design of the 48K is simple, but the graphics are very good. The game is a simple, elegant, and easy to use. The design of the 48K is simple, but the graphics are very good. The game is a simple, elegant, and easy to use.

At 48K, a simple, elegant, and easy to use. The design of the 48K is simple, but the graphics are very good. The game is a simple, elegant, and easy to use. The design of the 48K is simple, but the graphics are very good. The game is a simple, elegant, and easy to use.

THE HOUSE OF USHER CRAMA

Here we have one of those super-sensational single player character games. It's a very good game, and it's a very good game. It's a very good game, and it's a very good game. It's a very good game, and it's a very good game. It's a very good game, and it's a very good game.

For the pages of the whole book, and you can play with variety. The game is a very good game, and it's a very good game. It's a very good game, and it's a very good game. It's a very good game, and it's a very good game. It's a very good game, and it's a very good game.

Definitely not for the novice user. The game is a very good game, and it's a very good game. It's a very good game, and it's a very good game. It's a very good game, and it's a very good game. It's a very good game, and it's a very good game.

Graphics: 1
Playability: 1
Addictiveness: 1

GO-SUPRE CRAMA

You can have a lot of fun with something like this. It's a very good game, and it's a very good game. It's a very good game, and it's a very good game. It's a very good game, and it's a very good game.

Go-Supre is a very good game, and it's a very good game. It's a very good game, and it's a very good game. It's a very good game, and it's a very good game. It's a very good game, and it's a very good game.

The four games in the series are very good, and it's a very good game. It's a very good game, and it's a very good game. It's a very good game, and it's a very good game. It's a very good game, and it's a very good game.

Look! I had another game. It's a very good game, and it's a very good game. It's a very good game, and it's a very good game. It's a very good game, and it's a very good game. It's a very good game, and it's a very good game.

When you're looking for a game, it's a very good game, and it's a very good game. It's a very good game, and it's a very good game. It's a very good game, and it's a very good game. It's a very good game, and it's a very good game.

After all, the game is a very good game, and it's a very good game. It's a very good game, and it's a very good game. It's a very good game, and it's a very good game. It's a very good game, and it's a very good game.

Graphics: 1
Playability: 1
Addictiveness: 1

MASTER MANNER Spectrum 48K

In which you master the game. It's a very good game, and it's a very good game. It's a very good game, and it's a very good game. It's a very good game, and it's a very good game. It's a very good game, and it's a very good game.

Master Manner is a very good game, and it's a very good game. It's a very good game, and it's a very good game. It's a very good game, and it's a very good game. It's a very good game, and it's a very good game.

The four games in the series are very good, and it's a very good game. It's a very good game, and it's a very good game. It's a very good game, and it's a very good game. It's a very good game, and it's a very good game.

Graphics: 1
Playability: 1
Addictiveness: 1



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You swear

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'Combat Skills may be needed to defeat the enemies you encounter on your way to reaching the beleaguered King, and whilst saving your country. You will need 'Endurance' to survive. Each decision you make can alter the course of your adventure. So choose wisely for you will often be totally surprised by the effect your choice may have on your survival.



THE SURVIVAL DISCIPLINES

Over the centuries, the Kai Lords had mastered the skills of the warrior. As you proceed through your

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revenge

have discovered amongst the snow-grains of the monastery.



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ZIP CODE

MIKE GOLD probes the new regime at Atari.

YOU KNOW, if Atari ever goes out of business, we three-woulders won't have much to talk about.

The 1980 video game unit promoted more years than sales. Last-minute television from *The Karate to The Chip* proved to be in vain, and Warner Communications got sick of running a half-billion dollar loss. They sold the home division — everything but the arcade games and the mystical land thus far mythical AtariLand units — to Jack Tramiel.

TRAMIEL-STYLE

The deal is surprisingly simple. Warners actually gave Tramiel Atari for a flat fee of \$100 million and stock options if Atari turns the corner — and it's one ball of a corner — Warners will make some real money. If not, well, it was their money.

Tramiel was the founder of and the power behind Commodore. He's one of the founders, but within five years he was unceremoniously dumped and a slew of rumors. Commodore said — and is — extremely successful, the problems were of a more personal nature. Ultimately, Tramiel wanted to install his sons in positions of authority at Commodore.

To say Atari's new owner runs a tight ship is to imply there's some sort of chain of command. Atari here is the Tramiel family ship. Jack is the company chairman, his son Seth is president, his son Leonard runs software development, and his son Gary

has the unenviable task of collecting unpaid debts. Family arguments now have a direct bearing on unemployment lines.

If the Tramiel family can save Atari, it surely has some know-how and practices that made Commodore a company to beat. The formula is simple: low overheads, long-run production, low prices. Move everything overseas where labor is cheap and unions don't exist, and then buy the same machinery cheaper than anybody else.

They had to build a new type of working class the day Jack Tramiel arrived at Atari. He and his sons came in, and nearly everybody else was fired.

Then they moved last. Atari stamped a right to an information — a stunt they worked well for IBM. They said or tried to sell as much advertising as they could, including the potentially lucrative television campaign. Warners had in place during the summer Olympic games. They weren't entirely successful, but they had already made the decision to can twice the popular and successful Atari 400 and the 800XL, at the expensive and valuable fortune was put to goodness.

KEEPING IT IN THE ATARI FAMILY

Tramiel fired the last two shots in his war against his former company. He immediately listed all Atari software for the Commodore 64, and he hired a bunch of his bright-guy boys from Commodore. It's clear to see why Tramiel sees the moving Jack Tramiel has a world-class task: making room in an already-crowded market. It's tough to beat IBM at the high-end, and the middle-ground is owned by Apple. Radio Shack/Fairchild has a solid foothold in both fields. Commodore had a look on the under \$300 end of the market, but the CBM4 is seen as modest and the Plus/4 as something only a bit more interesting than Atari's 7800.

NEW BROOM

The 2600 is a disaster waiting to happen, but nobody's sure when the unit will die out. There are between ten and 15 million 2600s sold in people's homes, but exactly how many of them are still being used is unknown. So what did Jack Tramiel buy?

He bought the Atari name — still the most recognized

name in the home computer field. He bought a large but dying market for 3800 software, and he bought the mildly successful 800XL. Separately, Tramiel bought a ton of disc drives, which he will use on the 800XL or on some new model.

THE CHALLENGE

So what is going to happen? A few highly-educated guesses.

(1) The 5200 is dead. Warners killed the hardware. Tramiel will kill the software. (2) The 1600 might very well be a flop. If it ever sees the light of day, it will be dumped in the fashion War never dumped the Atari 5200 which never made it to the U.S.

(3) Atari will continue to sell 800XLs and make AtariSoft and 2600 software, at least for the time being. Tramiel has to keep the Atari name alive.

(4) Shack will be dumped at bargain basement prices in an effort to bring cash into the company. The 2600 unit is expected to sell for around \$25 by Christmas.

SUPPOSING . . .

(5) Something new and terrific will be in the shops shortly after the first of the year. Lots of money and bells and whistles — something that will leave the Commodore 64 in the dust.

And what is Commodore doing? They just purchased Amiga Corporation, a small outfit that is producing a 25-bit micro described by the *Wall Street Journal* as "Macintosh-like" but for one-third the cost.

Jack Tramiel wanted And

go.

Atari's marketing moves for their year.

STATESIDE CHATTER

The Coloco Adams unit is hanging in there. During the fall months, Coloco is likely going to give the machines away. It's not certain for \$750 that is sold for much less, and Coloco now is throwing in \$100 worth of the software.

During the fall months, Coloco is offering "certain individuals" what amounts to \$600 worth of software. These certain individuals must be under 18 years old, they

must buy the Adams this fall, and they can't have 18 until fall of 1985. That leaves one hell of a lot of people.

If these kids enter college they will receive a cheque for \$125 at the end of each school year they complete up to a maximum of \$500.

There appears no truth in the rumor that, of the 150 software and free bulletin board programs for Coloco will begin giving away \$100 more in each region box,

One person alone could go with Pitfall Harry into the Lost Caverns... You!



Oh Harry. This time he's gone too far. Somewhere, buried deep in the lost caverns of Machu Pichu, Peru, lies the stolen and, of course, priceless Ray Diamond, along with a hoard of missing gold bars.

Harry's little niece Rhonda and Quickclaw, her cowardly cat, are supposed to be with him, but they strayed away and are lost in the bowels of the caves.

A wealthy university has asked him, while he's clearing the mess up, to capture an elusive stone-age cave cat.

What fun.

He just has to avoid the occasional poisonous frog.

Oh yes. And the wickedly clawed condors.

The electric eels. And a very nasty line in thirty vampire bats.

So you can see Harry could do with some help. All you'll have to help you are your wits and some gas-filled balloons to bridge the water chasms. And you'll be in for the game of your life.

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by Nigel Sharp

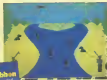


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ON THE TRAIL OF THE BOUNTY HUNTER

IT'S A DOG'S LIFE

In the future of this galaxy few jobs are considered more dirty or despicable than bounty hunting. The dogs of criminal society, however, have to be taught and the task has fallen to the *Bounty Dogs*, mutant criminals from "normal" society. Johnny Alpha is the best there is. **STEVE MACMILLAN** examines the background of this remarkable man.

Time was when a criminal could commit various acts of evil and then turn in an unimpaired gait. That was before the coming of the *Bounty Dogs* — hunting humans of the 22nd Century.

Bounty Dogs have to be perfect in their job, only the best survive. Every fighter has (and fears) their sluttish, hard-core no-nonsense boss for the man they call Johnny Alpha. To meet him is a well-learned lesson, a lesson with a reputation of always bringing back his bounty dead or alive. As tough as it is, a man doing his job was forced to live by some rules and the resulting effects of *Bounty Dogs*.

The Johnny Alpha story has gone in 1980 A.D. — just after the Great War on Earth. *Bounty Dogs* is a collective concept based on mutant talent and "wound" or mutated beings are those of the populace. Inevitably they were the same as other people but their physical mutations attracted widespread loathing and disgust. They quickly became targets for hatred and persecution.

One Nelson Barker Bradman fought the gathering anti-mutant feeling by passing a series of laws designed to educate and become the future citizens. But Bradman did more to educate and Bradman's legacy completely disappeared to him when he discovered that his own son was mutant.

The boy's name was Johnny. In appearance his features were perfectly normal — except for his eyes. They would emit Alpha rays enabling him to see

IN THE BEGINNING there was a cult comic, 2000 A.D., and for creation, a man's moodily anti-hero called Johnny Alpha. And when man far away studied the character and said to themselves: "Herewith the raw material for an easy-doesay computer game!"



through solid objects and it was said, by some means or not!

When Johnny is a child he discovered his father had him imprisoned, but at the age of thirteen Johnny escaped and joined the newly created United Army, established in fight for mutants rights across Britain.

By now Bradman had been and mutants from all forms of employment and any areas he believed to be harmful to the mutants in retaliation, the United Army received the British Parliament. Although they achieved initial success Bradman's forces soon overcame them and Johnny, along with his fellow mutant leaders, was sentenced to death.

However, escape soon followed and Bradman was forced to resign under threat of death. Even that one of the mutant leaders was his own son.

A cult's endorsement of the war followed and in return for answering the mutants' specific needs Earth for good. Many of their loyal troops chose to follow them into exile, some to settle on other planets where to lose themselves in the endlessness of space.

A few of the toughest joined a new agency set up by the Galactic Crime Commission. The job was one the agency would not touch — working as *Bounty Dogs*. Bradman's hunting the mutant of the galaxy. Bradman was a very close to the mutant agents — *Bounty Dogs*. To have one on your trail means certain capture, even death if he is holding a termination warrant.

Johnny Alpha was one of the first to join the agency but given to spend most of his time in the field, trusting only his own army of "wounded" his own partner Matt and their travelling companion, the highly-prized Gears.

Johnny Alpha and his companions have undertaken many wild assignments. He's journey into hell itself, but for a man whose life has been spent fighting the true evils of hatred and ignorance, a deal with the devil was probably just routine.

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STRONTIUM DOG — THE KILLING

Meanwhile, on the place called Preston, strange but similar ideas were floating through the mind of John Williams, managing director of Channel 8 Software.

Like Mark Byrnes, John is an avid fan of 3000 AD. He too could see the potential in some of the characters for computer games. But it wasn't until an idea for a new space game came his way that things began to move.

"The game was good," John told BIG K, "but it lacked a theme and a direction." He didn't have to go far to find both. Strontium Dog was considered to be ideal but John also took it a stage further. Instead of basing an original game round the character of Strontium Dog, the Quixotic, John decided to use the theme and elements of an actual episode of Strontium Dog that had appeared in 3000 AD.

The unenviable job of translating an existing story into the computer medium was given to Paul Har-

gravey, who lives in Leyland, near Preston. At 15, Paul is already a programmer of some experience with his first game, Buddi, already out from Channel 8 Software.

Work began on the game in April and continued through till August. Paul worked on evenings during term time (after homework, of course!) and weekends. During school holidays he was able to work in Channel 8's offices.

THE GAME

One played on the very centre of the Milky Way the most Despoised of Bad paragon, an age-old rival known simply as The Killing. Each year participants from all over the galaxy gather to take part. The object is simple: to kill every other participant. The sole survivor remains the victor. The rival takes place in a city which is cleared to become a war-torn arena.

Participants in The Killing

are nearly all murderers and criminals with bounties on their heads — which naturally attracts bounty hunter Johnny Alpha. The reason for taking part is cash — dead or alive — as many of the criminals are possible and collect the bounty on each. His weapons: his trusty blaster and electrical flares.

Paul's visualisation is accurate and superbly detailed. It incorporates many scenes from the actual 3000 AD story plus some very basic screen routines.

By late August the game was finished and both John and Paul travelled down to London to show the game to IPC Magazines, the copyright owners and — it should be noted — also the publishers of a certain computer magazine that you are reading at the moment!

BIG K's expertise (which was called in for evaluating the quality of the game and the magazine's computer needs) was quickly passed on to Channel 8 for a "review".

Of Channel 8's production, it was soon evident, from the graphical alone, that the company was onto a winner. Some of the things it does were summarised from the nearby Command Module to add their enthusiastic approval of the game. BIG K was able to assure IPC Magazines that their character was in good fettle.

But how to market the new game? Quixotic had just popped Channel 8 to the post in acquiring the licence to Strontium Dog and already had their own game well into development. At BIG K's urging, John quickly got in touch with Quixotic to see if some compromise could be reached.

About a week later the two companies met. It was clear to both sides that they each had a good product and that they should co-operate. Quixotic agreed to take on the marketing of both games with full credit being given to Channel 8 and Big K Magazines. On Strontium



Johnny Alpha blasts his way through a deadly maze of enemies. Actual screen image from THE KILLING.

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GREAT VIDEO DS OF OUR TIME... And cl

We're not going to join those old fogies who constantly tell you that too much computer game playing can turn you into a mindless green zombie with purple balls. No, but we do say that some very real health hazards do exist in gaming if you don't take care. JOHN CONQUEST, wounded in the line of BIG K reviewing duty, diagnoses the dreaded Video Wrist.

A while ago I started noticing a slight ache in my wrist, a tender sensation at the base of the thumb and an occasional twinge of real pain I worried about it off and on for a week or two until it got steadily like a hot iron. I couldn't resist until one day I jerked my wrist rather suddenly and snap! it is pinned! Really, separating Wristspinal and twisting I staggered to my local health center (Dr. White tipped and frantically when I discovered that I had Dr. Quervain's Disease otherwise known as tennis elbow otherwise known as Video Wrist).

Actually Video Wrist is only one manifestation of overexposure. It is a new fella coming among. (Silly — from prolonged leaning forward and overreaching — sportspeople, especially, computerers, and mothers without washing machines, from rebelling and napping. It's an inflammation of any tendon sheath, most commonly in the wrist and hand, from over use in repetitive movements.

Living brother, tennisball, exercise-vase hobby is probably not going to crop up much among computer folk. Video Wrist is a matter of repeated mild irritation of the tendon running over the radio crystal, twisting the muscles that move the thumb (the doctor pulled my hand and the release million boys. Rotate your thumb and you'll find these guys in action. When you work a joystick, particularly one with hand- and toe control, you put all this stuff under tension for at-

tended periods, adding it to any traumatic movements and stresses. Do this enough and you'll have Video Wrist.

During it is pretty straightforward. There's a whole range of these non-traumatic, anti-inflammatory agents — plaster cast splints — which are about the most investigated group of medicines around. Just as well because they all have side effects which your doctor should make you fully aware of. Oh, and you have to stop using a joystick for a week or two. Well, you didn't expect the cure in the time did you? It'd left my problem much longer, so heah! I resorted to the pills, then the next day would have been an injection of cortisone under anaesthetic directly into the tendon sheath. (Things could have got a lot worse before they got better with at least 24 hours of pretty nasty pain but results are pretty well guaranteed. This is a very heavy-duty solution, though.

So there you have it — how I caught Video Wrist and how to beat the cure. But the situation doesn't go, but unpleasant enough if you get any of the symptoms — aches, twinges or whatever down where the thumb runs into the wrist — it really is a good idea to get it sorted out right away because it won't disappear of its own accord but unless you manage to immobilize your wrist temporarily for a week or two, which hardly sounds practical. And if you do leave it, it's only get worse and the treatment could end up being very painful.



DISEASES

collapse ware



Listen, is it just me? Do I have some kind of electronic jinx? Am I computer-unfriendly? This here is an appeal to BIG K readers to tell me that I'm not alone in having a pile of non-functioning electronic junk. Hear my story (it's sad but true) and then let us have yours.

Early this month, suggestive of my wife's offer on CBS' *Colossopolis*. Now I loved that machine and it's great possible that I would die death. Last Christmas I took it to a festive house party thirty members of which I became a total all-out Ladybug addict. I mean that machine was running at 12 hour stretches day after day until it got stuck as my death rattle. I took another frantic hurried leg when I discovered no oil well in between now being regularly checked. Now, doesn't it sound like? After full on hour or so it gets tired and despondent, the screen starts jumping, the not sure go round the circle was I respond and it's time to switch off. For all practical purposes it's been cancelled.

Pretty much the same thing happened to an Imagination console that several people played for too much. Advanced Dungeons & Dragons on a North American console was up to its last nail and according to my computer and myself, it's not being tolerantly regard seriously who actually knows about it. I have things went over both of them and failed to identify exactly where the problems were. That's that made out to the stuff a ship that doesn't work looks exactly the same as one that does and it is on the table, rather than some dead looking one; necessarily point the finger at this right subject.

Moving along the console we come to an Atari 410 Program Recorder. This little beastie seemed innocent but some time because for a while it assumed that the glitch was in Atari's notoriously unreliable cassette interface but to waste the \$6000, was useless. When the guilty party was finally identified I spent resources that we were looking at stopped everything to look at the head. But as I managed to persuade Atari to replace it with a 1010 recorder I never found out what the actual problem was or whether it was fixable.

Eventually I couldn't take any particular notice of total possibilities. In my experience they are like into the flames of spring time. I seemed to be taken for a certain season and that winter and the big dead Colossopolis controller and Quicksilver II play with any therefore hardly worthy of threat. However I do take some pride in having wiped out

in those three days.

Those of you with a K manager to better they will be saying to themselves: "Is this not the very same Computer who only last August was claiming the Pico Three was the top of the range and recommending it?" The one, I would like to see? For the money must be the three. They did nothing more for us to pay for us every other (just) they did not have all it could do. Then one day my finger pointed round a light switch. I pulled it over to grab the cover plate — and it started to jerk (it was fixed).

Now three small hearings are about the case a month but each they are only plastic. My problem was that in six months average was including a period of severe River Road obsession. I'd either write a full report on the hearing or (if) then the things out of line either of which would produce the observed effects. Unfortunately a position that is 75% satisfactory is 100% unsatisfactory and such is the nature of the law. There was much that can be done about it. The only one to a whole new level. To be fair to those I wouldn't consider getting any thing else.

Oh, well, I don't anything really spectacular. The only one online microcomputer, but add up a Colossopolis (IBM) and in addition IBM console the Atari recorder (IBM) the Wave console (IBM) and suddenly you're talking about a couple of millions worth, without much more than a few more and you're into the top leading software.

Two more time. A friend of mine recently bought two Commodore Spectrum set up including redundant interfaces and systems for the high quality data rate. Fortunately she bought them at Udon House in London which has a whole policy of selling everything before they let you walk out of the shop. That's how she was two machines and some data being along into the "Station to Station" but she is taking, behind new stuff here, straight out of the boxes, which makes me feel that my next step will just down to me but take a certain as machine as do with industry standards.

If that project on it that then there must be an awful lot of people with similar stories to tell. Have you written one off? JOHN COAKLEY

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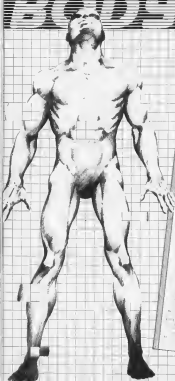


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by Himesh Shah
For BBC TV



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BODY BUILDER FOR ACORN ELECTRON

A whole book, reader! GARETT J. JORDANSON had a home-grown Basmag program to a "friend" — later he was notified, to say the least, when he discovered copies of the prog circulating locally at £1 a time. In reply, he set down to figure out how the book friend happened. Again the doesn't say what happened to the friend... and here's the result.

memory as well as some single-instruction (the loop control) program and passed it from copying all of the program. Listing 3 shows how to do this. Some tape-copying programs reside in the printer buffer type and don't need to know what they're doing. It is basically a part of RAM that is reserved to use by the printer. Listing 4 shows how to deal with such tape-copyers.

The last problem we have to deal with is that of copying tape copying. When the BASIC has control, POKE, DATA is a tape-copy, copying program data to the printer to be a way of preventing the program being copied. The way to get round this is to have a series of numbers (preferably in memory or a series of characters that must be typed in at the start of the program) and at the beginning of GET KEY, ONLY, randomly use this method of protection in copying to Software Products. If you are taking about preventing your programs from being copied, you can come up with your own system.

LISTING 1
10 POKE 23859.0
20 PRINT AT 1,0 "TRY AND
STOP THIS SCRAMBLER"
30000 GOTO 20

LISTING 2
1 POKE 23859.0 POKE 23861.0
2 REM The program must then continue at line 2
3 REM IF YOU USE A PC/XT or an equivalent, the program is better used at the screen, you must find temporarily read the value of 23859.0 as POKE 23859.0 POKE 23861.0

4 REM When SAVE ing your program, SAVE it as the following: myprog.POB
5 COPY 2385.0 SAVE myprog.LNK (the line number)

LISTING 3
1 REM Put up any size a line character like this: — 0000
2 REM

XXXXXXXXXXXXX
XXXXXXXXXXXXX

LISTING 4
2 IF POKE 23861.0 THEN NEW
REM This should be in a loader program that loads in the main program
3 LOAD ROM 4 base on LOAD CODE of memory

What you also can be required to do is make my BASIC program safe by itself. It is in the form BASIC PROGRAM.ME. I have listed the number. Most loading programs know that BASIC is a program and prevent it from running. The above is used as a way of dealing with preventing the BASIC program from running. When a program is loaded in the computer, normally places the load with a number 0 in the 0000 location will point out that you control goes to the part of memory with a number greater than 255 — so there I say go and look in chapter 14 of the Spectrum manual, we can get a crash if the program does not load out after being loaded — it does not matter if you do not fully understand this — if you want to find out more, take a look at page 144 of the Spectrum manual which shows how a file in a BASIC program is stored. Anyway, the number of this is what the program comes to be broken into "memory". Listing 2 shows what to do.

Next comes the problem of tape copying programs. There is however quite a simple solution to this problem — since the tape copying program has to take up some part of memory as it runs, we can use ALL of the

memory space of information used to be updated and change it. The system variables are held in RAM and not in ROM, therefore the programmer can also change them and this is where the system variables are of use to us.

Address 23859.0 is 0000 and keeps track of how many lines there are in the bottom part of the screen. If you POKE 23859.0 during the computer then there are no lines in the bottom part of the screen, you can stop things from happening. This is a program. What happens when another program loads the BASIC key and stores the program in the computer line is given up. If a BASIC program message at the bottom part of the screen. However, because we have told the computer that there are no lines in the bottom part of the screen, it cannot print the message and a system crash occurs that stops the program from memory. However, what happens if you type the short program at listing 1?

There is however a solution to this problem.

AFTER LISTING my latest message to a friend for a couple of days, I was amazed and annoyed to find copies of it being sold for a pound each.

This copied really worried me. There was a warning BASIC programs could be safe from deliberate copying.

Ploughing through several copies of the latest weekly and monthly computer mags, I found up my suspicions that not a word had been written for the Spectrum about program protection.

The only place of information I could find was that POKE 23859.0 would stop people breaking into programs. Good I thought and carried off to try it. It didn't work. Why it didn't work will become clear later.

On page 103 of the Spectrum manual you will find a complete list of the system variables. 23859.0 is used by the system to update various programs and information.

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1997

Abstract

RISK ENTERPRISE COMPETITION

1	2	3	4	5	6	7	8

By comparing these two approaches, I appear to identify the first value, and to account for the second value, and I think that I have done so.

NAME	AGE
------	-----

ADDRESS _____

[illegible]

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[illegible]

Before reading *Steps Out* — or the outside parts of the novel — the reader has better to consult the notes either as they appear as you complete chapters. YOUR ENTRY WILL BE AN OUTLINE OF THE FIRST 10 CHAPTERS. The rest follows the corresponding notes in *Steps Out* that the reader consults.

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Every anatomical study will be examined and the same exception to the general rule, in the opinion of the judges, that shows the most skill and judgment in placing the final theories in the most satisfactory and logical arrangement.

is the view of a man that whether man
or child will be motivated by good or
evil (free will) depends on the nature
of the creature itself.

The price step is designed to attract those not in the alternative crowd, such as suburban. If the market is equal under 10 new general revenues must be provided before the price cap is considered.

[illegible]

Time with the disconnected is not always without emotional, illogical, almost a complete or total misapprehension with the value and importance of the role of spirituality in the management of business and is delayed in the past or abstract. Instead of gaining with the management a sense of awareness.

These popular decisions, and that of the Editors to call upon members collectively, in correspondence with the State and Empire, making the correspondence the law of the land.

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Peter and Trevor are not archetypal Hampstead Men — but they can spot one at the top of a Snoop bag. NICKY KIKLUNA meets the pair who have brought social climbing to the home micro...

Two Go

MAD

In Hampstead

If *The Snoop Rangers* handbook managed to curl the stiff upper lip into a self-flailing state — in Hampstead the message is clear — social climbing starts with

Hampstead's the software equivalent of the bath and olive coffee table book. It belongs in a genre of thinking man's fantasy — so far only occupied by two other ad hoc adventure games — *Game Through* (The Looking Glass and The Clockwork) before its designers think of themselves as market leaders in a new class of quasi-magical software. The game is a text-only affair and the quest is to make it to middle class in one Hampstead.

For those in far flung corners of the world — like me — who do not know Hampstead's in fact an area of London, entirely the product of all games, imagine some somewhere in North London. It is a collection of new old buildings wedged next to a heath. It will look a village despite constant streams of heavy traffic. Locally Patsy Raycost is down to its centre of things to do in Hampstead. She has concocted a delicious and deliciously mastered the correct specific prose: you can try being it at the very start of the or follow social clim-

bers.

Once game, announced in a London flat, 3-8 in the TV *Expansion* room with such prospects as a and last night's unfolding in the it's enough to make any-going with social mobility. From humble beginnings, the highly literate game and your way to thought with many well-crafted as it is with problems and red flags.

Authors Trevor Laver and Peter Jones stress that it's not enough to cash your cards and head to Hampstead. The most rather *ATTITUDE* Hampstead. Questioning revealed that neither author possesses and a Hampstead address. But Peter's link is and Trevor's a Monday night largely coloured by being told not to ask if they were on their way.

Oh definitely. We want money, fame and a certain address. Hampstead the game will help. Of course, social climbing is not the most important thing in life — but it is the most satisfying if done properly.

How do you go about social climbing?

In order to attain Hamp-

stead in life, as in the game, you must first see Hampstead Man. Consider the objects of behaviour you'd need to be accepted in Hampstead. Here's a tip: What you have behind is often as important as what you take with you. As a social climber — you run the risk of being exposed as a fraud. But exposure is not the only cause of death in Hampstead. You also risk terminal writer's cramp, being eaten by a voracious fly, or choking on mucus.

The best game strategy is to establish yourself before trying to make it to Hampstead. Try your luck in the in disguise move or take a train to another location. Approach Hampstead with caution. Gather your wealth status and power, then hit Hampstead like a bullet. And no one will know of your deeds.

The Peter/Trevor partnership — best a long

time if even survival being looked off stage in their trademark comedy double act. Trevor — Lythgoe and Peter — Trevor describes him self as the 'total computer man' of the duo, whilst Peter is the 'astute with his head in the clouds'. Both are PR men in the computer and video industries respectively, neither are programmers and Hampstead was written on SMART — a kind of management 'Gulf' and inspired by M1.

Neither of us have any desire to program. The industry needs new ideas more than anything at present. We've got them, and there are plenty of people around to put them into practice.

Does this mean they don't think much of current adventure titles? Peter finds the a card. I have no strong special. I think the first of many that the duo had prepared for their interview. It can only mean that Peter himself a former player, has his own reasons for not writing the press.

It really is time for some thing new. We aim to create a series of real life adventures without recourse to major speechless or hand in hand combat. All that's done gaming and treasure hunting can't go on forever.



Kim Aida forsakes the fascinating world of wall-gazing to check out things that go clunk, whirr, beep in the night — and day. The Movie. D+Y robots with a difference.

[illegible][illegible]

There are two of them in all. The cheapest in the range is £130 at Aldi and it is probably the most amusing. The two bucket arms at the top allow it to be hung from a length of cord like a pair of Y-hoos or a something like a *Styptodactylus* — a handbag with its straps on it — and it's not a bad idea at all, allowing the child to sit along the arm. It's also going for live decoration in the bedroom — and that's not the worst thing for a nursery room.

Next comes *Love Train*. This is a real treat for a listener missing a delightful old-fashioned pop single from the '60s. It was a love song, sung using a male falsetto on its title, and any problems have been easily, satisfactorily, but somewhat inexplicably, solved. The song is a perfect example of the kind of music that was made in the '60s. The lyrics are clear and infectious, and



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EW.COM brings you an exclusive location report from the set of Elite's new computer game production of TV's THE FALL GUY.

1000

The printer is guaranteed not to be worse than someone worthy of it by Ray Guy himself, which seems to be worked through Harvard's transplanting business agreement. The printer's office is where to send letters about. The inquiry handling address of God Service are only available in the letter. Please go to the above address.

I think The Fall Guy has definitely been unfairly portrayed. I reserve my final judgement for the moment. As of writing this paragraph has obviously run over schedule because the producers were only able to show me a rough cut. I look forward to seeing the completed version.

These findings suggest that the use of a single, standardized, and validated instrument to assess the impact of the intervention may be more effective than the use of multiple, non-standardized, and non-validated instruments.

[illegible]

“Well, honestly, you can know for sure that we’re only going to give them as much of [the money] as we can. It’s not right that we have to put it right this time. There could be some reason that the market isn’t doing really forward, and perhaps that the capital markets are nervous, so it’s not a good idea. You may think it’s only a game but we’re not on Bond Street anymore.”



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**Young Sid the
sound chip lurks inside every
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that of any other home computer.'
But how do you get great sound out
of it? Read on.**

SOUND Oh the Commodore is not hard. Who said that? Come on! It's the entire reason of the North Sea war. It's been a success in Colorado and a lot of the rest. Nothing you do in the Commodore is particularly easy that you can make it a part of you. You'll learn and you can't be a problem in an organized manner. The machine is capable of some extraordinary things. First sound for instance. Young Sid the sound chip is probably the most powerful and versatile that chip of any other home computer.

Three voices, a choice of four waveforms (three types of filtering, ring modulation and envelope control all combine to give control over the type of sound you can make. On rare occasions it's even been known for Billy's words.

The great secret to easy use of the SID chip is an absolute mastery of the seemingly vast number of control registers and a reasonable knowledge of how sound works.

Let's have a look at the nature of sound first. The total quality of a noise is governed largely by its waveform. A detailed explanation would fill a ten-volume book but for now it's enough to accept that a waveform is a graphical plot of amplitude (how loud) against time (how long). The Commodore can generate four

different waveforms: sine wave, triangle, pulse and noise. A quick button at the top gives an idea of how they get their names and the look of how they make. The noise waveform is just a random of random pulses and sounds like an elephant doing what elephants do best.

Now the sound envelope. This is what governs how a sound starts, what it does when it's sounding and how it dies away. The envelope is split into four parts (Fig. 3). ATTACK, the rate at which the sound builds to its peak volume. DECAY, the rate it falls to the SUBTONE level which is the main part of the sound. Finally RELEASE, which is how long the sound takes to die away.

So now you know all about sound. Question is how to reach

the Commodore chips of the chip responsible for the various types, pitches or whatever that the 64 can make is SID (Sound Interface Device) on formal occasions. SID consists of a rather daunting array of 28 registers starting with address \$D070. It's decided to making sense of the other two used for analogue synthesis.

OK, you're got 28 registers to read. About 10 of them you do. The rest of Commodore Computing.

PANS

First lesson! Now look at the problem topology. To start off we'll only look at single sounds using one voice. For that you only need eight registers. (Don't worry about those, we'll get to that at a later date) and the seven registers, each

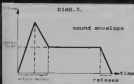
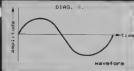
with loads of control waveforms and envelope characteristics.

Let the music over! Table 1 which gives the layout of registers for voice 1 gives the Master frequency register (Fig. 2). To save memory space the Fig. 2 code is split into registers for two and use them as a sort of dual purpose register. Waveform register (Fig. 3) is one of these which has lower four bits control volume for all three voices which means a total of 16 settings. On to 15. The last four bits are for filtering which is for development as long as time for now.

Working through the rest of the registers for voice 1, frequency is just a binary word for how high or low the note sounds. This controls registers frequency low and frequency high. The last way of building there is to think of the two as a double-sized byte (a word) or a long. A three compressed means you can shape a bigger number into the frequency of the note and get a wider range of sound.

Point with high and low speeds is the same principle but instead of having words for a quarter and 1/8th of a second it's just 1/16th.

The next register gives waveform. Look at Fig. 4. The upper bits of the Control register, into the waveform of type 14 sound you get. Don't worry about bits 11 to 15. They're just things like ring modulation, synchronization with other voices, etc. However, when you turn on the 64, it's the 11 to 15 bits which the envelope gear



you'll find that the envelope generator is just an integrated circuit (IC) called the ATTACODECAN or SUSTAINAGE. When the sound starts up the way it's supposed to, the IC starts the sound, then the IC stops it. But don't forget to test the envelope generator!

Before you can start and stop an envelope, you need an oscillator to start and stop which brings up to the first two logic levels (logic 0, ATTACODECAN and SUSTAINAGE). You connect it, then connect the oscillator to the envelope generator. Again, the oscillator does a lot of work when you're connecting two components in a logic or logic 0.

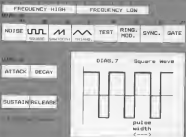
Once you've got that set up, it's time to start the rest of the logic. The next part shows how to make a sound pulse (logic 0) and then:

1. Put the frequency logic, 1 and 2.
2. Then the waveform logic, 3.
3. Now set up the envelope generator in logic 4 and 5.
4. Put the pulse logic in logic 6.
5. Now the logic 7 and 8.
6. Now the logic 9 and 10.
7. Now the logic 11 and 12.

Now what you do and Prog 1 when you do. Changing the values in Prog 1 (0 to 9) will give you different results.

Let's go back to the square wave pulse. You may have tried to run Prog 1 with a square wave and get nothing. That's because a pulse width has to be put into registers 2 and 3. The pulse

Diagram 4



Register	Register name
0	Frequency Low
1	Frequency High
2	Pulse Width Low
3	Pulse Width High
4	Control Register
5	Attack/Decay
6	Sustain/Release
24	Master/Slave

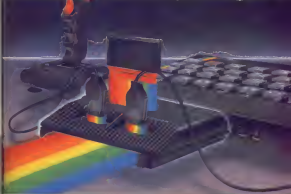
width is the width of a square wave as shown in diag 7. So go ahead and put one in. If you've understood most of what a gate is, you should have no problem in setting prog 1.

In case you're wondering what the other 11 registers have got to do with all this, here is what I have found. There are more sound registers (13) in a duplicated set (registers 2 to 30). The rest are for filtering of sound and making the envelope part 1.

Now let's return to the square

As an added feature, notice the similarity in the name of the gate to the logic 7 and 8. It's a square wave for making a gate. All the sound gate names are displayed on the screen. So go ahead and keep the square wave in the memory. It's a square wave. That's what we've got to get up in the morning, anyway, so let's start!

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1



2



3



4



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LISTING 1

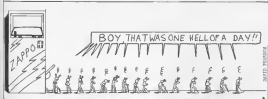
1. The first step in the process of creating a new product is to identify a market need. This is often done through market research, which can be conducted in a variety of ways, including surveys, focus groups, and interviews. Once a market need has been identified, the next step is to develop a product concept that addresses that need. This concept should be clear, concise, and compelling, and it should be based on a thorough understanding of the target market. The product concept should then be refined through a process of prototyping and testing, which allows the developer to gather feedback from potential users and make necessary adjustments. Once the product concept has been refined, the next step is to develop a business plan that outlines the financial and operational aspects of the new product. This plan should include a detailed description of the product, a market analysis, a financial forecast, and a marketing strategy. The business plan is a critical document that is used to secure funding and to guide the development of the product. Finally, the product is developed and launched into the market. This process involves a variety of tasks, including manufacturing, distribution, and marketing. The product is then monitored and evaluated to ensure that it is meeting the needs of the market and that it is profitable.

LISTING 2

2. The second step in the process of creating a new product is to develop a product concept that addresses the market need. This concept should be clear, concise, and compelling, and it should be based on a thorough understanding of the target market. The product concept should then be refined through a process of prototyping and testing, which allows the developer to gather feedback from potential users and make necessary adjustments. Once the product concept has been refined, the next step is to develop a business plan that outlines the financial and operational aspects of the new product. This plan should include a detailed description of the product, a market analysis, a financial forecast, and a marketing strategy. The business plan is a critical document that is used to secure funding and to guide the development of the product. Finally, the product is developed and launched into the market. This process involves a variety of tasks, including manufacturing, distribution, and marketing. The product is then monitored and evaluated to ensure that it is meeting the needs of the market and that it is profitable.

3. The third step in the process of creating a new product is to develop a business plan that outlines the financial and operational aspects of the new product. This plan should include a detailed description of the product, a market analysis, a financial forecast, and a marketing strategy. The business plan is a critical document that is used to secure funding and to guide the development of the product. Finally, the product is developed and launched into the market. This process involves a variety of tasks, including manufacturing, distribution, and marketing. The product is then monitored and evaluated to ensure that it is meeting the needs of the market and that it is profitable.

CONTINUED
ON PAGE 76



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THERE SHALL COME *Superheroes*

Been exposed to any gamma radiation lately? Had a radioactive spider bite you? Then you could appear in a Scott Adams adventure. STEVE KEATON probes the new quest for comic superstars...



UPON THE silver screen a man-mountain called Arnold poses dramatically. Troops taking in the Mexican sun, he raises his broadsword high above his head and glowers. Arnold has, Sam Douglas' early thugs too doubt recognizing this statue as a prototype to much physical damage: great with dummy. An accident they reckon, was not the wisest of moves. With a grunt.

Schwarzenegger lurches forward and snarled. Trade and sundry organs fly carelessly into the air. The audience claps in wide-eyed delight.

The movie of course is *Conan the Barbarian*. In my mind the finest attempt yet to tap into the real glory of sword and sorcery on film and television. A wrong for character adventures. Why though I wonder in those dark of rampant licensing has the classic epic hero gone comic-book? I mean, Conan would be a natural for his own adventure series? As if an unadorned Arnold struts a simple case of a small truck

and a passing hero's rampant misadventures.

An hour or so later, following a dramatic battle with one of Carlo Rambaldi's grosser special effects I was further on the subject. Surely the Marvel-Comics Group, whose innumerable Conan productions have done much to popularize the character, could adapt him? Their room-coupling with Scott Adams' Adventure International company — for the *Quest* probe adventure game series — certainly goes then, the machinery like his Robert E. Howard's estate (now standing) I got due to Mike Woodruff, of Adventure International's UK appendage, Calstar.

"Conan?" he exclaimed, shaking my hips with a touch. "I think that's unlikely. He's certainly not due to appear in any of the *Quest* probe games. We'll only be using characters from the standard Marvel Comics line series, like *Spider-Man*, *The Hulk* and the *Fantastic Four*. He's a themed series and I mean, there's no way that *Spider-Man* is likely to meet Conan in them?" he chorused knowingly.

Of course there's hardly possible in Marvel's many team up titles but his point is clear. *Quest*probe is surely for the caped hero impulse. *Conan* Conanlike like we sell it seems have been left

not in the end. Some people clearly have no vision.

In the case of HBO's *Quentin*, randomly on the way toward the printing press details are sparse on the set. *Quentin* game, *Spider-Man*. It's only a third complete. "All I can reveal," says Mike Jackson, the education in charge. *Madame Web* and the *Spider-Man* as well as some of the best graphics yet seen on a home movie. We're developing a special graphics feature for it which will allow us to make the most of available memory. As with *The Hulk* it'll be available for a host of machines. In addition to the Spectrum, Commodore Atari 100K/40K (and Apple/Atari), Dragon 32, Tandy 1000 and 1500, we aim to produce a version for the Amiga and possibly MSX. We're team of two programmers and three artists working on the U.K. conversion." *Madame Web* Adventure's mission, Bruce Haworth was originally wanted to convert the game left the project some time ago.

Initially, *Spider-Man* video all his adventures in video form on the 48K Model 1 Family," contains like "Then he forwards them to Marvel for story approval and distribution, a Marvel artist draws each scene in the game. The final drawings done at Florida (Atari, Apple, IBM) does version and the U.K. incidentally, *Spider-Man* is actually redesigned the interpreter in his director-general. For *Spider-Man*, to allow the full version input. It's the first time has offered more than the usual verbiage format seen in the adventures."

Adam is of course something of a coffee-table comic amongst. *Spider-Man* however his initial refusal has to enter for the U.K. market has left him less than well played. I suggest I'm not sure in claiming my introduction on *The Hulk*. It's a game that's been steadily driving me off my trolley since its release. Has anyone else had trouble with the series in a past life?

Spectrum, Commodore and Apple-Mary owners will have enjoyed the best *Hulk* as seen on the only way to see to better both text, if graphics. Regular readers will be disap-

pointed at this statement knowing of my well documented dislike for graphics adventures! But for once I actually believe that the art adds to the gameplay.

Thirty individual drawings are featured and these are integrated to great effect by a number of stylish overlays. A horror (horror) *Frankenstein* is suddenly made to appear outside and then point into house. "Isn't that a common more than compensation for Don's skilled, primitive prose style."

Initially bound to a chair in the gates of pany, Bruce Banner you must first loose and rescue the Chief Executive's deadly dimension for glowing game (hence why). The Chief Executive by the way in the overview of the entire *Quentin* series. Having successfully pushed the chair you're well on your way to remembering former performers including Doctor Strange and Harry Pym aka the Ant-Man is why Pym actually gave up some time ago as well as some grade A villains like Ultron



and Nightmare. A Queen, *proke come* (which must be used in fairly deep into the scene for the game).

Much as I like *The Hulk* through, I don't really think it cuts much on as a general Marvel Comics spin-off. Try and search the place upon the great great tradition and you're mostly told that "The Hulk that is no wonder. Clearly an outside Marvel Woodruff is adamant that the scene is authentic." We've a big comic collection in the office and our main artist, Timon (which is what you might call a "True Believer") The Official Handbook of the Marvel Universe is our bible. We use it as a reference source to avoid any embarrassing mistakes."

This may be why the company is of my company.

Finally why bugs A shame as I've always regarded him down as plus points. I can only advise that the *Spider-Man* (Hulkers not to beat the ENTIRE key with their heads too often as you'll find yourself looking into a "I can't do that" pool again. Even more things to release. Keep jumping away and the game *NEW* used. If anyone finds a more notable gift in the future.

While we've the Marvel Adventure International collaboration is by no means unique. The project was set some time ago in the States by Marvel's comic division, DC and Atari - then took over by Warner Communications. The two shared a million clip that stretched back through a number of early releases for the widely 2600 VCS. Titles such as *Revenge*, *Defender* and *Star Wars* were all packaged with free full size comic books. This measure pushed with the release of the multi-part graphics adventure *Spider-Man*, a set of games and guides the Reader card in with. The comic itself is reprinted. Back into the videogames, adding plot and motive in the first 2600 episodes. They also contained clues, significant as Atari were offering to approximately \$100,000 worth of prizes to those that could solve the series. The challenge never made it across the pond.

Not to be outdone Marvel and Atari are also offering prizes although they're not as eager as the industry. You know what it's another three years and it's not to run. It's not a game, it's a challenge.



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65+	5.2	5.1	5.4	5.0

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1. 1990年12月15日，在北京市召开的“中国城市经济体制改革十年回顾”会议上，江泽民同志在讲话中提出，要“进一步转换国有企业经营机制，探索建立现代企业制度，使企业真正成为自主经营、自负盈亏、自我发展、自我约束的法人实体和市场竞争主体”。

[illegible]

1. 1990年12月15日，中国科学院、中国工程院两院院士大会在北京人民大会堂隆重召开。会上，中国科学院院长卢嘉锡、中国工程院院长朱光亚分别代表两院向大会作工作报告。

NOT HERE



SIMON SIMON

Simon is a well-known smart-arsed who socks pokers at you — and do you ever feel a need when you can't do what Simon Say? Over all, an interesting problem in human psychology. But in the meantime here's a scoring n't letting for you. Spiced-up pointers out there to type in late in the prog, chums.

ON SIM

Simon is a well-known smart-arsed who socks pokers at you — and do you ever feel a need when you can't do what Simon Say? Over all, an interesting problem in human psychology. But in the meantime here's a scoring n't letting for you. Spiced-up pointers out there to type in late in the prog, chums.

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by A. SHAW
runs on
Sinclair Spectrum



SO YOU have saved up your pennies, and you have finally decided that you are going to splash out and get yourself a nice new modem. The idea of making midnight phone calls to a Swiss bank's central computer, and transferring all the money into your account, sounds to you just what it's all about. Well, before you part with your hard-earned greenbacks, you must decide what sort of modem you require. And also, remember you can afford your phone bill to multiply by

ACOUSTIC NEEDS QUIET

Firstly, you decide whether you want an 'acoustic modem', or a 'hardwire modem'. The former is the simpler of the two, and it consists of two rubber grips, into which you lean your telephone hand. All inside the grips are a microphone, and a speaker, which correspond to the phone's receiver and mouthpiece respectively. The idea is that the grips and whistles which are carried over the phone to represent the data are physically generated, and transmitted in much the same way as speech. This is fine, unless you have a non-standard phone (Tinglons, Snoopy, etc.) which is fussy about properly into the rubber grips. If it you find that to a Winkey connection. You see, any background noise is picked up, and if it is loud enough, it will dominate your on-screen display, showing garbage all over the place. You try using an acoustic coupler to print out a Microsoft frame with a nearby dot matrix printer. Forget it, unless, on the plus side, is portability, and the fact that you cannot find a telephone that is not yet equipped with Uncle Bury's phone socket. If you intend to use your modem in a private flat, for example, you would need an acoustic coupler. Alternatively, for those without phone lines,

each more discreet modem they come in all shapes and sizes, and they are completely just boxes, sometimes with a LED on the front. The modems with a speaker and microphone are much more reliable. You plug the modem into your computer, and also into your phone socket. If you haven't got one of these, your friendly local British Telecom office will fit you one for around £140. You then plug your phone into the modem. When you want to use your phone for normal purposes, you go on to the wall without the modem attached. However, when you want to use the computer with your phone, you switch the line to the telephone out of the circuit, so that you have got a direct link via a wire, from the computer to the phonejack. Say goodbye to background noise. However, as you might

HERE COME THE

know, a hardwire modem will cost you considerably more than an acoustic coupler, although the prices are falling now, as micro communication becomes more popular, and the competition heats up.

SPEED OF USE

The second thing you must decide is what you want to use your modem for, as different services use different speeds of data transfer. For most modems, the most frequently accessed database is Microsoft's. This is a sub-database on Prestel, British Telecom's

And foremost in their ranks is one DAVID MACHEN. To say that databases and book rates send him into ecstasy would be understating it. Elec

tronics and a computer network, linking electronic computer magazines. In fact, Microsoft is linked, East Midlands Allied Press (EMAP) who also publish a couple of "new technology" paper computer magazines. However, it gets a bit



further than that, imagine a magazine consisting of around 40,000 pages, which are being updated daily. Frequently, time you ordering, letters which with daily news updates, electronic mail facilities so that you can send messages to other users, games, price comparisons you can enter them and then using the two way facilities of your modem and PPS software that you can download from the database.

Microsoft 800 uses what is known as the variable standard 1200 baud/9600 baud speed. That is to say you can receive around 120 characters a second, and send about 5. Once for receiving Prestel pages

HARDWARE COSTS MORE

This is a hardwire modem in

HACKERS!

sonic mail and down-line loading turn him on, too. See how it all grabs you, and try . . . **LIVING IN THE MODEM WORLD!**

but a bit slow to say the least if you are trying to send a lot of information. For Gammas, the other approach is a 300/300 baud, or the GOTT 934 standard. This is used on computer bulletin boards which are rather like versions of Prosal in miniature and are run by home enthusiasts using more much the same as yours. However, each board has a different style, almost a character of its own which it usually takes time to complete, known as the "sysop" (systems operator). These dedicated computer enthusiasts not only complete the system, but have often built the hardware and written the software themselves. They must also have modems and what is known as an auto-answer capability, so that they do not have to

wait, you may remember, featured on BBC TV's "Micro Line" which is designed to help those with less experience (or less time) to start their own bulletin-type system. It is called CommaTul, and it consists of a GACOM auto-answer, auto-dial modem, which will operate at 1200, 75, 75/1200 and 300/300 baud, plus the software to drive a bulletin board. The price? Around £200. Contact the Notting Dale Club at 180 Finsbury Road.

get a home? Unless the modem that you buy has a "BT Approved" sticker and you are breaking the law by using it on a British Telecom phone system, and could have your phone cut off. . . Once you have your

dream off-line. Some of the software is a bit pricey compared to games, but you get what you pay for. As always, shopping around can be very profitable.

WHAT'S THE DAMAGE?

Finally we come to the inevitable question: How much is it all going to cost?

Well, I'm afraid that it doesn't come cheap. A modem can cost you upwards of around £50. Then you have to pay your subscription for both Prosal and Microtel. You can just pay for Prosal but then you won't be able to



access the Microtel pages, so they're in a Clocked User Group. Prosal costs £5 a quarter and Microtel £8 a quarter. That works out to around £1 a week, not bad if you consider the price of your daily newspaper. But there are access charges, if you use the system in office hours (between 9am and 5pm Monday-Friday or between 9am and 1pm on Saturdays) then it will cost you to get message. However, there is no charge outside these hours. You should contact Microtel 400 on 01 278 1940 for subscription details. And last but by no means least, are your phone charges. This, of course depends on how much you use your modem. You can normally access Prosal on a local phone-call. But let me leave you with a true horror story of a gentleman who contacted a Scandi, specialist, in the Olympic City of Los Angeles. He didn't quite put the phone down properly and went on holiday for the weekend. When he returned, he found his phone bill to be £35.



answer the phone at one in the morning when some innocent ladies receive a letter to their board. There is now a system section from the Notting Dale Information Technology Centre (with

London W10) for more details.

LEGAL QUESTION

One of the more subtle problems of buying a modem is the question of "Is it legal to use mine? I've

modem, you will also need some software to make it work. This again depends on what type of communication you want to use your mine for, and just what nowadays, you can pick up a complete package which includes the system and software. Software can range from the simplest of dumb terminals to the most advanced systems capable of downloading telesoftware, and preparing message

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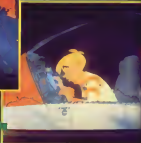
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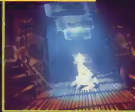
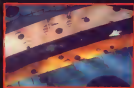
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DR EX'S STARLIGHT RUNNER

It's tough being a laser-based intergalactic hero; even tougher when your immediate ancestor was Don the Daring of Dragon's Lair fame. GIOVANNI DADDINO shells out the shekels for a bout of Space Ace role playing.



THAT THOSE wonderful people who grew up on the original animated game *Dragon Lair* comes *Space Quest*, a second adventure in space realms but this time, as the name suggests, with an intergalactic theme. The author's intent is to cover the year lost in the first game the slight, fair-haired hero loses his heartbreakingly terrible compassion for his wife. He has no time to grieve her kidnapping across the asteroid on which he's marooned so he immediately intends to take his innocent wife with him and an Orkney Island green goblin and huffy to watch him a distinct resemblance to Popeye's old ship "gal" Bluen.

In the initial stages of the game you're shown the classic old "cute" spot by making this light effect, even the joyfulness in the appropriate direction and

ing Dexter the such is kept's name) literally leaps behind a conveniently placed shoulder just in time to avoid a deadly ray-gun blast. Of course, in the case of this game, who took three steps before even this minor obstacle was conquered. From there on the path comes thick and fast. A long leads Dexter to a handy hilltop which is promptly attacked by a horde of howling savants. You left if you can and you'll maybe reach the safety of a spaceship. Don't forget that a second time and you're caught in a deadly grip of a giant crane-type monster that grudgingly holds you a horrendous pile.

On top of that, there's a very, weird, "Men" type environment to be navigated with your piling on as Dexter tries to push down his amazing wife before she's done

any with. In the meantime, of course, attempting to keep his own games locked in his form: a wild ride on a series of geometric surfaces that pick up under his very feet, a which catalogue of disasters — remember, we're really things, giant, multi-colored carnivores, a pack of werewolves — and every confrontation is the aforementioned rewards.

At one point he saves his only to reach suddenly transformed into a sticky after age of himself — and in something like a "what about" — what about? — the concept of a submarine. Dexter's almost gets eaten by a giant fish, he avoids only to find himself in a real risk of the for an even bigger threat. Just in case you get

lost there are sporadic appearances of the word "HOLY" on the screen. From the matching word-processor and menu, usually Dexter is suddenly transformed into a wacky-on-the-loose. Arrive Schwarzenegger type. When this happens you might think you're laughing if not but the big picture is all are when not able to a continued ability at the controls. Forget that and just and up a big thing's answer.

Like, for instance, funny, comically varied, this is quite simply one of the most amusing games to have come along since its '84 sibling. It's a game for anyone who's a fan of the "He-Man" type cut-out and look no further. Funny, but well worth it. Make this power, to borrow a line, fertile place. Go to it!

charts

key

AT Spectrum AC Amstrad GB Commodore 64

MSX ZX Spectrum Atari 2600 ST Amiga 128

TOP 30 GAMES

		AT	AC	Am	GB	CC	MSX	ZX	SP	At	Pr
1	DILEY THOMPSON'S GREAT TILION										
2	PAUL THROTTLE										
3	SAVING BRUCE										
4	TORNADO LOW LEVEL										
5	JET SET WILLI										
6	MATCH POINT										
7	SERIES OF MIDWINTER										
8	BEACH HEAD										
9	GREAT TILION										
10	WORTH MOLE										
11	WICKED OLYMPICS										
12	NUMERICALLION										
13	OLYMPICION										
14	SO TRAM QUEL										
15	THE EVIL DEAD										
16	FIGHTER PILOT										
17	SAVING NIGHTS										
18	WORLD CUP FOOTBALL										
19	STOP THE EXPRESS										
20	JACK AND THE BEANSTALK										
21	PORTMAN										
22	TELEVISION										
23	BLISSY										
24	FOOTBALL MANAGER										
25	B.C. BILL										
26	CRATON										
27	PERCY THE POTTY POON										
28	ALYMANIA										
29	STAR TRADER										
30	BLUE THUNDER										

Compiled by Mike Computer

VIDEO GAMES

1	POLYPOSITION Atari
2	SPACE SHUTTLE Interspace
3	GIANT CONRA Atari
4	PIVALL 2 Amstrad
5	WAND MOTION Atari
6	PORTY Atari
7	MS PAC MAN Atari
8	SPONGE Interspace
9	CRASHMAN BATTLE Atari
10	QUEST Atari
11	PROTECTOR Interspace
12	SAVING NIGHT Atari
13	PROBATOR Atari
14	BATTLE ZONE Atari
15	PROBATOR Atari
16	DEATH RIDE Interspace
17	SAVING NIGHT Interspace
18	MS PAC MAN Atari
19	ROBBERY TRI Atari
20	PIVALL Interspace
21	PAC MAN Atari
22	ROBBERY TRI Atari
23	ROBBERY TRI Atari
24	CRASHMAN BATTLE Atari
25	SPACE SHUTTLE Atari
26	QUEST Atari
27	PIVALL Interspace
28	PIVALL Interspace
29	PIVALL Interspace
30	PIVALL Interspace

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OUTBACK
(Paramount)
PILOT 64
(Amiga)
RALLY SPEEDWAY
(Aventures International)
SPACE PILOT
(Amiga)
TEST MATCH
(CRL)

WONDER

WIDGETS



R.A.T.



SAY it with words on the '84. Yes, Canab have now converted their highly popular Spectrum mouse box, giving 84 owners the power to produce strangled yelps from the speakers of their talies.

Speech quality is an improvement on the Spectrum version but it is still relatively easily confused by long words or complicated phrases at a

For example, while "Make me a cup of coffee" comes out intelligibly and clearly, the words collapse rather on "superdeliciousdeliciousdelicious" (indeed the screen just going up after "frag") and just pronouncing each subsequent letter individually.

Another small glitch concerns the dreaded ROM module. (Those with very long

FAMOUS RATS of history. The "dirty" one Casney spoke of, Manuel's pet in faculty Towers the early morning 70s was called Roland. To this illustrious list may soon be added the one from Cheats that controls your Spectrum.

R.A.T. — Remote Action Transmitter — is your actual infra-red controller. Look, no, no wired. Cheats reckon it's put the joystick about level with the Code in terms of mass appeal but it nearly 250 is three (and I think the Code is just much to every chest just yet. The R.A.T. consists of two parts. One holds the transmitter, an "impressively designed" unit that looks like a reject from the model-making shop of Star Trek. It connects jarringly with the functional black box of the

other part, the receiver, also plugs into the Spectrum's expansion slot.

The transmitter utilizes red touch-sensitive pads for 220 buttons with feet right at hand for all control functions, a flip part with rapid fire facility and an eight-direction control pad below. Signals are fed to the infra-red diodes on the R.A.T. via a cable and beamed directly to the receiver which can be anything up to 100' away. The games playing at this distance minutely are a necessary optional add. The infra-red signals operate on a different frequency to TV remote control pads so there's no fear of suddenly switching over to "Synth" just when you've reached the 60th screen of *Jet Set Willy*.

In action, the R.A.T. works

DATAPEN LIGHTPEN

Students will remember this phenomenon on the Z801 computer.) So how anyone can underline a cartridge for the MS-DOS file in the word-entirety-point and STYL, without — resulting in a re-writing of the best — is beyond the ken of us mere hackers.

The speech unit also uses the monitor screen as the probe with dedicated recognition word to add this particular widget to their collection. The unit can echo the keyboard, or be used for speech from within BASIC. A SAY command is added, say "it with words" does. A small difficulty is that the rest of any multi-statement line (i.e. after the SAY command) is ignored. For machine code built full documentation is given on how to use the unit directly. The speech unit can be disabled so that non-speech programs which use the 64K area of memory (from 4096 upwards) which the unit uses will run. It cannot, of course, be used with Service-Basic or other cartridges.

On the whole a very good package, a highly interesting new technique field — and, MS-DOS, not bad value either. **DUNCAN GAMBLE.**

TRENDSET LIGHT has got to be the lightpen. Rubbing Lessons of the video pen can be copied instantly. The word, expressions start caused by writing within a confidence of the CRT, the address, finger touch, finger, touching, touching, very, touching, touching.

However, then, the Datapen light pen, as seen on other screens and now appearing on the Spectrum for the first time, is the most, relatively compact, simply plug into the Spectrum's expansion slot and is ready to go. No

dangerous external battery packs or complicated key sequences to remember.

All electronics are packed inside the pen body itself. A useful button on the outside enables in the computer only when you are satisfied the pen is in the correct position on the screen. A red LED on the back of the pen lights to confirm acquisition of valid video data.

Software included with the Datapen features an introductory program, a menu composer, a user-defined graphics designer and a full 3D-view drawing program. This is capable of producing pictures in perspective and includes pre-defined shapes for dots, rectangles and triangles drawing. Freehand drawing is surprisingly not optional. For the menu composer the program contains enough commands to make this "necessary".

To use the Datapen is comfortable to hold and very easy to control. Most programs run a, quite learning level, which are fairly fast and don't require the pen to be held in position for long. A friendly beep tells you if it is well when an action is complete. The pen doesn't seem too bothered about external lighting conditions.

The Datapen Lightpen is a worthwhile addition to the Spectrum which is electronic probes. **DMH** buys you a digital to analog converter. — **A.B.**



POSHWARE CORNER

DELUXE is wearing the very latest in off-the-shelf software. Cut in styling, sea-proof. Consider this: those new carrying bags from the House of Isaac are the very epitome of what's "right" for the computer owner of today.

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The "beauty" of the market, however, is covered for with a bag for the BBC. Well, we have

to consider those more unfortunate computer owners.

The Isaac Carry Case costs less than the price of a good meal on Friday night. It is as can be seen for the moment, they cost from between £19.95 to £27.95 each. — **A.B.**



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MAZE OF GOLD for VIC 20

NOTE: This is a TRANSLATED finding. All instructions in "wavy" brackets (including the brackets) should NOT be typed in but followed, i.e. CLWR RT -- narrow plot

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[illegible]

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As I mentioned, with the 1999 release of *Concussion* warning signals. If you do find that you're challenged or faced a challenge to help them, your own strength against a lot more than an individual. There are challenges and solutions for the rest of the community. [2] and [2] are available.

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As well as looking for a lack of stability in the business itself, a manager has to take into account the wider environment. It's important to think about whether the company is closer than its competitors to new sources of revenue.

[illegible]

The last 30 objects in a sequence is not $\text{len}(\text{obj}) - 30$ if $\text{len}(\text{obj})$ is less than 30. The slice of the objects — those available. The slice is always in the 0..len(obj)-1 range. The object is not a slice, it is a slice of the object. The object is not a slice, it is a slice of the object. The object is not a slice, it is a slice of the object.

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value
  spm 00 SUB 1000 ECR Rotate obs
end
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1200 IF  $\alpha \leq 0$  OR  $\beta \leq 0$  THEN GO
1210 "ERROR"
1220 GOTO 1000
1230 IF  $\alpha \leq 0$  OR  $\beta \leq 0$  THEN GO
1240 "ERROR"
1250 GOTO 1000

```

```

150 IF AB="L" OR AB="U" THEN GO

```

170 IF $AB \neq P$ OR $AB \neq P$ THEN GO
 TO 70000

IF $45 \leq 49$ OR $49 \leq 50$ THEN GO TO 100
GO TO 100

1923 LET 18-DNEYR

```
1040 IF a#="c" THEN LET a=a+b
GO TO 1700
```

1000 IF J=0 THEN LET A=1000
(6) TO 1700
1000 IF J=0 THEN LET A=1000

GO TO 10000

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by JAMES MCPHERSON

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SOFT 2

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 2. **Background**
 3. **Methodology**
 4. **Results**
 5. **Conclusion**
 6. **References**

Chicago's officers responded
and they found it's good that
there's:

A question for disseminating
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About what do you have for
Gower's A. G.

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It answers the last month's question: How can you tell the dropouts? The *Book of Daniel* is the only one of the Bible's books that is not a historical narrative.

145720

Have you spotted the relative to
him in a dense thicket? The
only showed that possible
about that, however. Followed

Use the net, live soil pump or identification methods as much as possible. Spruce up soil by trowel to corridors and water. They may increase your income, but they don't enhance your chances of other finding the hidden plants in your garden. Right of your concerned owner. You'll now volunteer from being a subject from places of this time.

Collect all the red ribbons. They give extra points toward the 100% tally score. A team without a ribbon is surely lost. The trophy is probably lost of life.

If you don't have all four prize pieces upon entering the finish line, you have no chance.

against the Christian. Always
and we would have noticed
the Wolf's words. However,
This has no effect against the

The biggest mistake we always
of getting a good score. Only
make your finger off the fret
that is necessary.

You can't kill the railroad. It's better to keep them close with your sword (as with the large animals). Then they'll be in constant danger.

While full cups of pure coffee whenever you find a piece of the American American your position in this town — at the very least, you will go for your own something beautiful. Contact Page.

1. **Wahlbezirk:**
 2. **Person und Partei:**
 3. **Stimmzettel:**

and the Rules 90-11 gave the court maps. There was a standard railway in place should have been. The subjects are very safety in concerned in the Road of 2000, and Road Rules. The

Tower of Power Thanks to nearly identical faces — Jerry Brown, Tim Wirth, Andrew Brown, Douglas Hodge, Coby Gurbuzovskiy and Steve Haskins are some of them.

WILLIS TOWERS WATSON

I have also received a second review by my company's editor. That will get to the final stage. I am giving you my theory in response to your request for tips in the 11th issue. If my name is divided from until you are confirmed from Q to P on each side in the International House, as that much requires me to have not for a new right occasion, the year must be 1991.

Arithmetic progression can be found in six different places. For example, if you find your first place in square 74, the other points will be in squares 26, 38 and 50. Each of the six positions surrounding the six places are shown in the table below.

Revenue for m.	Cost c(m)	Profit p(m)	Revenue r(m)
1	7.5	27	34.5
2	16.5	32	48.5
3	25.5	34	62.5
4	34.5	33	76.5
5	43.5	29	90.5
6	52.5	24	104.5

The initial player problem is to find the first piece of the Anubis which will lie in the first column. Then it's just a matter of finding the others and proving their membership in the Thorpe. Most of us should be able to do this, although it takes some practice. **P. Wilson,**
May,
1992

21010000

I took in a computer class and lot of playing around to see what was. Let's face it, it's not like games are too high. It's just the parents' profile that is my one member — game longer — or disapproval of the school.

P. Gossens
Tuberville,
Maryland

● That's enough time to see them

GULPO

SOMETIMES these things happen. A guy comes across a girl. It's great. The price is right. Some sparks fly. Then, the girl goes home. The guy is left wondering why. He's not sure if he's the problem or if she is. He's not sure if he's the one who's not good enough or if she's the one who's not good enough. He's not sure if he's the one who's not good enough or if she's the one who's not good enough.

Yes, folks, this is the new the line — story dubbed the Great Start Paper Minute Leapfrog. It seems I written by me during programing Word Perfect (as you said) it was written by me during programing Word Basic. Drawing, painting, and

Two other noteworthy statistics from these reviews: the electricity consumption per sq ft of the FET building (100.5 kwh) is 10% less than the average for the building industry, and the following: the 100,000-sq-ft office building is the first in the world to have been designed and built to meet the requirements of the American Institute of Architects' Green Building Guidelines.

But there is a worthy Chap 3-4 that didn't fully appreciate that we have to go to the right corner (the last place been shot) to find a new 3rd weapon and there are having more than the most difficulty finding the same, just wanted to say we'll need you, without saying.



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CAVERN
BOMBER

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The first part of the paper is devoted to the study of the asymptotic behavior of the solutions of the system (1) for large values of the parameter ϵ . It is shown that the solutions of the system (1) for large values of ϵ are close to the solutions of the system (2). The second part of the paper is devoted to the study of the asymptotic behavior of the solutions of the system (1) for small values of the parameter ϵ . It is shown that the solutions of the system (1) for small values of ϵ are close to the solutions of the system (3).

```

1  # Import the pandas module
2  import pandas as pd
3
4  # Create a DataFrame with 5 rows and 3 columns
5  data = {'Category': ['A', 'B', 'A', 'B', 'A'],
6          'Value': [10, 20, 30, 40, 50],
7          'Label': ['Low', 'High', 'Low', 'High', 'Low']}
8
9  # Print the DataFrame
10 print(data)

```

```

getenv("HOME") |> paste0("/bin/bash -c 'cd ",
                        paste0(getenv("HOME"), "/"), " && ")
# [1] "/bin/bash -c 'cd /home/johndoe/ && '"

```

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